

Volume 003

Special Edition

March 2003

We at NHCRN have arranged to pay the cost for you to be trained to bring a new real life experiential type career development program to your students or clients.

The Real Game Series is a series of different age appropriate programs presented to individuals of all ages. Within each program are role plays where participants simulate an actual career search, assume an occupation, and experience all the real life consequences that go with it.

The best part is, it doesn't add to your already hectic schedule. Because of the structure of each game you can do as much or as little of it as you need. It is designed so that you can use it to supplement what you already do, or you could use it as your entire career development program. Whether it be a tool, experience or exercise, you have plenty of chances to incorporate it. There are places within the game for having students do a resume, cover letter, or research occupations. All those things you do already you will still do.

In this training you will receive top notch training as well as be given a Facilitator's Kit. It contains everything you will need to present the program. You will get all game playing material, Facilitator's Manual, Student folders, and a complete Master Kit which includes all the reproduceable masters you will need for presenting the game over and over for years to come.

Sound interesting, intriguing, exciting? If so, you need to get trained in facilitating one or more of *The Real Game* series games. It's an exciting new way of presenting career development to our future workforce and

# **Purpose of The Real Game Series**

To introduce realities of today's world of work to participants in a non-threatening environment Method:

- Demonstrate relevancy of education
- Focus on experiential learning
- Profit from the group learning process
- Make learning fun

leaders of tomorrow. It is also a way to build bridges with the business community, and acquaint students with business needs and expectations.

# WORKSHOPS Grades 7 & 8 Program

DATE: May 29, 2003

Students in grades 7 & 8 will play The Real Game which gives them the opportunity to explore adult realities such as taxes, living expenses, workplace environments, and unexpected emergencies. Students role-play adults in randomly assigned occupational roles and see how schoolwork relates to career choices and, therefore, to lifestyle and income. As they get deeper into their roles, students learn how to budget time and money and see the value of a balanced lifestyle, community involvement, and lifelong learning.

# Grades 9 & 10 Program DATE: May 30, 2003

Grades 9 & 10 students play a game called The Be Real Game. They are shown how a career is built with everyday choices and decisions. As they role-play from high school student to experienced adult worker in a variety of employment, unemployment, and family situations, students explore in-depth the importance of transferable skills, self knowledge, lifelong learning, and career planning. They are exposed to dozens of occupational possibilities and encouraged to actively pursue their dreams.

# Grades 11 & 12 Program

DATE: June 5, 2003

Grade 11 & 12 students play *The Get Real* Game which presents them with a wide array of occupational possibilities and lets them simulate a five-year school-towork transition as they try to achieve the occupational goal they have chosen. Indepth factual information is supplied for

## The Real Game series benefits for students

- Discover personal skills & talents
- · Reinforce positive self-concept
- Relate school experience to career choice and work roles Explore relationship between work and broader life roles · Introduced to concept of lifelong learning

# for Educators:

Utilize a ready-made set of career development activities Support and enhance practical aspects of academic learning · Reinforce lessons over successive years Tailor curricula to local settings, interests, and needs

To register for any or all of the four workshops, send an email to rricker@nhes.state.nh.us.or call 229-4489. Be sure you tell us your name, organization, and which group you would offer the game to. Don't delay, space WILL be limited so "first-come, first-served" will prevail.

Time and Place for ALL Programs TIME: 8:30 - 4:00 WHERE: Holiday Inn, Main Street Concord, NH

each option so that students can realistically explore different possible paths to their goals, including post-secondary education, various forms of on-the-job training, workplace experience, internship or apprenticeship, military service, and more.

# Adult Program

DATE: June 6, 2003

The adult program helps adult learners to put their lives in perspective. Roleplaying as workers from 1900 to the present day, participants learn to appreciate that change is constant and inevitable, develop an understanding of the modern labor market and see how skills acquired in one area of life are very transferable to another. Working in teams, the adult participant learns how to assess their situation and create a realistic action plan, and where to go for help when they need it.

The New Hampshire Career Resource Network is part of America's Career Resource Network and is administered by the Economic and Labor Market Information Bureau of New Hampshire Employment Security America's Career Resource Network is a program of the US Dept of Ed, Office of Adult and Vocational Education, authorized by Sect118 of the Carl D. Perkins Vocational and Technical Education Act of 1998 (Perkins III).

# Facilitator Training Workshop



Please note any changes to your address below.

Address Service Requested

ELMI, New Hampshire Employment Security 32 S Main St Concord NH 03301-4857

NEW HAMPSHIRE CAREER RESOURCE NETWORK